Configurable Autofire

Configurable Autofire
by **SCHUMI4EVER** » Sat Jul 26, 2008 12:29 pm

I just bought a Logitech Rumble Pad 2 today with 12 programmable buttons.

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So using a gamepad...and then wanting autofire having to quickly drop it and grab the keyboard and press ALT+1 and then quickly unpress it again and pick up the gamepad is a little annoying/impossible to get right.

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So would it be possible to make the autofire settings configurable aswell? So that I could set autofire to one of my unused buttons?

For most games it's not such a problem...but for a game like Medabots RPG it's virtually a requirement when doing the races.

Last edited by SCHUMI4EVER on Sat Jul 26, 2008 1:51 pm, edited 1 time in total.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Configurable Autofire
by **xKiv** » Sat Jul 26, 2008 2:47 pm

The SDL version already has configurable autofire (for A and B). I don't have windows development tools, so I didn't add it there. But it shouldn't be hard (for somebody who does work windows).

xKiv
Junior Member

Posts: 36
Joined: Fri Mar 21, 2008 9:47 am

Configurable Autofire
by **SCHUMI4EVER** » Sat Jul 26, 2008 6:48 pm

Ah. In that case it would be awesome if someone could also add it to the windows version.

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Edit:

Another idea might be to also add either an option where you can set a button either to a specific option or the slightly harder one of where a button would set to create a savestate and the consecutively another after that...so let's say that you press the button 10 times, it basically moves from slot 1-10 and creates a state in each one and will then cycle back to slot 1 and repeat the process.

Perhaps I should make a different thread for this though.

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SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Configurable Autofire
by **spacy51** » Sun Jul 27, 2008 7:31 am

There's already a feature like this in the windows version:

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File > Save Game > Oldest slot

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Configurable Autofire
by **SCHUMI4EVER** » Sun Jul 27, 2008 7:35 am

Yeah but nothing which allows autofire via a button other than Alt+1 or save other than Shift+F#slot. Being able to set those to a controller or at least a closer keyboard button would be awesome.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Configurable Autofire
by **SCHUMI4EVER** » Mon Jul 28, 2008 1:09 pm

Well it seems that thanks to the 3rd party gamepad app Xpadder which I am sure most of you know, I am able to configure my gamepad buttons to support both autofire and making save states (Full save state cycle rotation on one gamepad button).

So thanks to Xpadder I have gotten essentialy exactly what I want on my gamepad.

It would however still be awesome if my original suggestions are implemented and I could dispense with Xpadder. I imagine not all people are as ready as I to accept the help of a 3rd party app to perform these tasks.

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Just incase someone does not know what I am talking about when I mention Xpadder, here is it's homepage.

http://xpadder.com/

Last edited by SCHUMI4EVER on Mon Jul 28, 2008 1:12 pm, edited 1 time in total.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Configurable Autofire
by **Squall Leonhart** » Mon Jul 28, 2008 4:30 pm

i'd much prefer to see configurable turbo fire buttons.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

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